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Every time you buy a Datasoft game, you're closer to receiving a valuable gift. It's our way of saying "Thank you" for your loyalty and support.

Here's how the program works:

1. Fill out the enclosed Frequent Buyer Program Enrollment card that's enclosed in this package and send it to us. This card will enroll you in the program and only needs to be sent ONCE.
2. Keep the enclosed Frequent Buyer Program Coupon in a safe place.
3. When you have 7 Frequent Buyer Coupons saved, you can send them all to us and receive a catalog of over 100 beautiful gifts valued at up to \$20. A gift certificate comes with the catalog. Fill in all the information and send it to the address on the Certificate and your gift will be sent to you.
4. If you plan to buy more Datasoft games (and we hope you do), hold your coupons until you have 10, and you'll get a catalog of gifts valued at up to \$25. For 14 coupons, the gifts will be worth as much as \$50.

These gift catalogs have items for everyone in the family, including tools, household items, camping equipment, toys, luggage and sporting goods.

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PROGRAMMER'S OPPORTUNITY

Are you an experienced, assembly-language programmer? Have you written an original program that you would like INTELLICREATIONS to market? Do you have a terrific concept that would make a great computer product? If you answered "yes" to any of these questions, then we'd like to talk with you!

INTELLICREATIONS is actively seeking experienced programmers, state-of-the-art programs, and program concepts for the Apple, Atari, Commodore, IBM PC/PCjr, and other personal computers.

If you are a PROGRAMMER:

INTELLICREATIONS continually considers qualified applicants to add to our in-house programming staff. Qualified applicants have extensive machine-language experience on the computers listed above and are able to work individually or on teams. Responsibilities include developing arcade-style, adventure, and educational games and home management software for marketing through INTELLICREATIONS' extensive domestic and international distribution channels. Also, INTELLICREATIONS regularly licenses well-known arcade games, cartoon characters, and other instant recognition names for product development.

If you have a PROGRAM or CONCEPT:

INTELLICREATIONS continually evaluates programs and concepts which authors submit for our review. Evaluation criteria include: originality of concept, utilization of graphics and sound, playability, user-friendliness and over-all appeal. We review submissions as quickly as possible and take great care to ensure complete confidentiality and protection for your product or concept.

INTELLICREATIONS, a leading marketer of personal computer software, can offer you opportunities that no other software company can. So—if you're ready to join one of the top names in personal computer software, contact our Marketing Projects Manager at:

INTELLICREATIONS, INC.
19808 Nordhoff Place
Chatsworth, CA 91311
(818) 886-5922

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The Neverending Story	Pac Man	Dig Dug
Theatre Europe	Pole Position	Conan
Mind Pursuit	Mr. Do!	The Goonies
Crosscheck	Bruce Lee	Zorro
Mercenary		
221 B Baker Street		
Gunslinger		
Video Title Shop		
Alternate Reality-The City		
Alternate Reality-The Dungeon		

2. Send your original dated receipt, the proof of purchase tab or game screen from the back of the box, and this coupon to:

Datasoft
Buy 1 Get 1 Free
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Please enclose \$4.95 for shipping and handling (check or money order only).

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4. Envelope must be postmarked no later than February 28, 1987. Allow 6 to 8 weeks for delivery. Offer void where prohibited, taxed or otherwise restricted. IntelliCreations is not responsible for lost, misdirected or delayed mail.

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6. This offer is exclusive and no other promotion offers made by Datasoft will apply to this game purchase.

7. Datasoft reserves the right to substitute product, based on availability, and change the terms and rules of this offer without notice.



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COUPON

Save 7, 10 or 14 coupons and get
a valuable gift from Datasoft.

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Frequent Buyer Program

ENROLLMENT CARD

Name _____

Address _____

City _____ State _____ Zip _____

Phone (Day) _____ (Evening) _____

I have a _____ computer with the
following peripherals _____



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Name _____

Address _____

City _____ State _____ Zip _____

Phone (Day) _____ (Evening) _____

I have a _____ computer with the following peripherals _____

THE NEVERENDING STORY

A Graphics-Text Adventure



APPLE II®
SERIES
64 K
DISK

Datasoft®

Datasoft

including
toys, luggage
So begin
Buyer Pr

Datasoft®
HOME COMPUTER SOFTWARE

CAT. NO. 1505

THE NEVERENDING STORY

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DESIGN AND PROGRAMMING © 1985 OCEAN SOFTWARE LIMITED. DATASOFT IS A
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Program**

COUPON

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THE NEVERENDING STORY

A Graphics-Text Adventure



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INTELICREATIONS, a leading software publisher, can offer you opportunities to market your software. So—if you're ready to join one of our software projects, contact our Marketing Department.

INTELICREATIONS
1980
Chat

THE NEVERENDING STORY

A Graphics-Text Adventure

FANTASIA, the world of human fantasy is in peril! You, Atreyu, the mightiest warrior of Fantasia, have been chosen to rescue your world from The Nothing, the empty cloud of human despair that consumes the very fabric of the land. Leaving all weapons behind, you begin your quest to find what will stop The Nothing and save Fantasia from extinction.

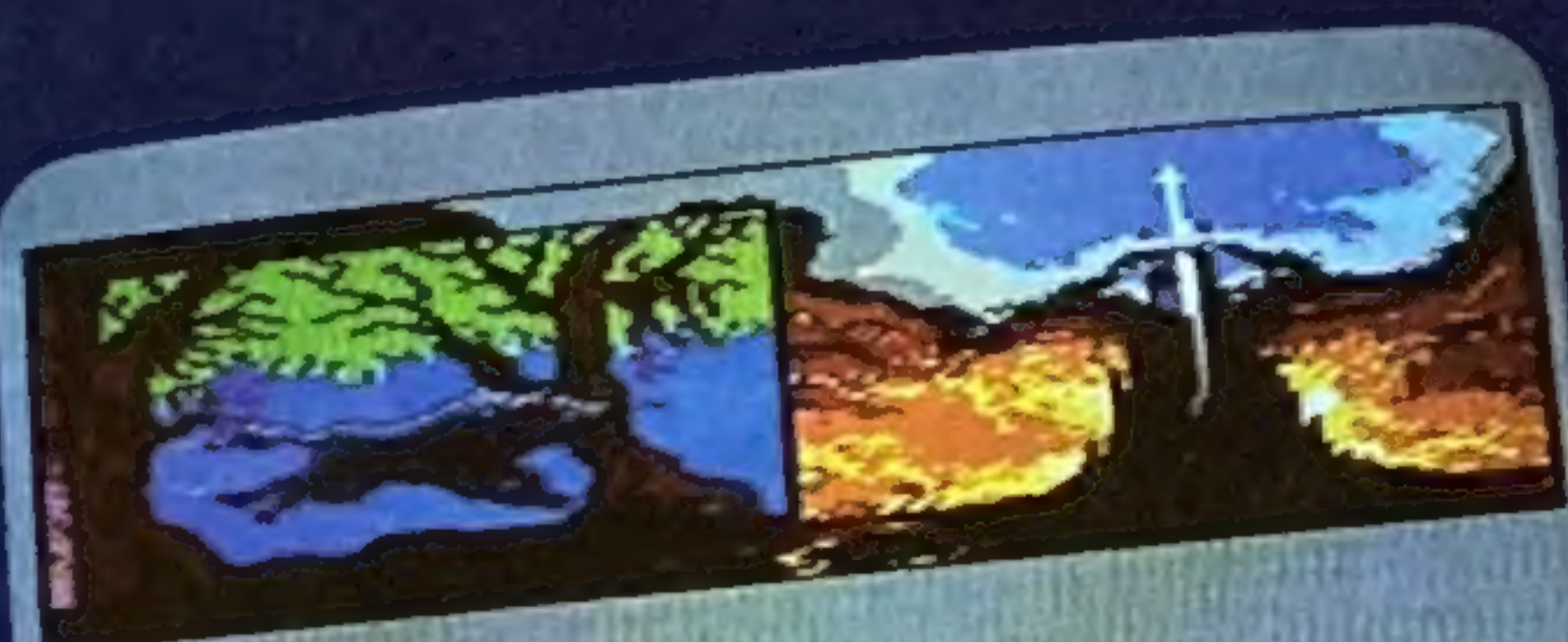
Choose a companion to hasten your journey. Ride Artax, your faithful steed. Find the magical medallion, Auryn, and befriend Falkor, the Luckdragon. But beware! Gmork, the servant of The Nothing, searches relentlessly throughout the land to destroy you.

Come, discover the world of Fantasia! Meet the natives: Nighthob and Teenyweeny; eccentric gnomes, Engywook and Urgll; the towering Rockbiter; Morla, the apathetic sage.

Each section of Fantasia you traverse presents a new challenge. Each puzzle you unravel brings you closer to your final goals: Contact someone from the Real World and return Auryn to the Empress in the Ivory Tower.

FEATURES:

- real-time, graphics-text adventure game
- original film music
- split-screen display
- save any number of games



Atreyu stands in a small clearing in the middle of the Great Forest. There is a campfire burning brightly in the centre of the clearing and a small forest track leading off to the northeast. Gmork, the great wolf, is gaining on you. Sometimes you think you can hear him in the distance behind you.



The main assembly area of the Ivory Tower. To the east are the expressos' quarters.

Look
The main assembly area of the Ivory Tower. To the east are the expressos' quarters. Follow the Luckdragon is here.



ISBN 0-88717-136-2

Datasoft®

19808 Nordhoff Place, Chatsworth, CA 91311 (818) 886-5922

The Neverending Story © Neue Constantin Filmproduktion GmbH 1984.
Game design and programming © 1985 Ocean Software Limited **ocean**

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THE STORY

It is a dark and stormy afternoon. Bastian Balthazar Bux sits in a dusty old attic, engrossed in the mysterious book he found in an antique bookshop. The NEVERENDING STORY is the tale of Fantasia, land of imagination and wonder. The more he reads, the more Bastian becomes a part of Fantasia.

As Atreyu, boy of Fantasia's Western Plains, you are frantically searching for a way to make Bastian truly believe in your world. Without Bastian's faith, Fantasia will be destroyed by The All-Consuming Nothing.

Find Aurnyn, the silver and gold medallion that symbolizes the strength of Fantasia. Search for other objects to help you in the quest. The only way to achieve your goal is to find a way into the Ivory Tower and restore the ailing Empress.

Falkor, the Luckdragon, befriends the bearer of Aurnyn. Others you meet in your travels may help or hinder your mission. It's up to you to know friend from foe.

Gather your wits, your courage, and your faith in Fantasia; get ready to do battle with that fearsome force, The Nothing.

CREDITS

Produced by D. C. Ward

Game Design and Programming by Ian Weatherburn

Apple translation by Rick Mirsky

Documentation by Kathi B. Tremblay with Amy Margowsky

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THE NEVERENDING STORY

A Graphics-Text Adventure



Datasoft®

REQUIREMENTS

- Apple II® series computers (64k)
- Compatible disk drive
- TV or video monitor
- THE NEVERENDING STORY game disk
- Blank, formatted disk (Save-Game disk, optional)

GETTING STARTED

1. Turn off computer and turn on power to TV or monitor and disk drive.
2. Insert THE NEVERENDING STORY game disk into drive and close the door.
3. Turn on computer. Leave disk in drive during play. There are three levels to the game. When one level is solved, the next level loads automatically.
4. When the title screen appears, press the SPACE BAR. Press the SPACE BAR again when the credits screen appears.
5. The prompt *Restore a saved game?* appears. Press N to start a new game. If you already have a game on a Save-Game disk, press Y. At the prompt, remove THE NEVERENDING STORY disk from the drive. Insert the Save-Game disk, press RETURN, and a list of saved games (1-8) appears. Select the number of the game you want to resume. When prompted, remove the Save-Game disk from the drive, insert THE NEVERENDING STORY disk, and press RETURN.

Save a game by typing SAVE. Press RETURN and follow the prompts. *Never try to save a game on THE NEVERENDING STORY game disk!* You can save up to 8 games on your Save-Game disk. If all 8 save-game positions are full, select the number of a saved game you no longer need. Type in the new file name, as prompted, and press RETURN. The new game is saved over the old one.

To load a saved game during gameplay, type LOAD and press RETURN. Follow the prompts.

GAME CONTROLS AND INDICATORS

Pause game by typing PAUSE. Press SPACE BAR to continue.

To let time pass, type WAIT.

To end the game in progress without Saving it, type QUIT. Follow the prompts.

LANGUAGE

In an adventure game, the way you use words is crucial. The normal rules of English don't always apply. For example, you can say RIDE NORTH, but you can't say RIDE HORSE. HORSE is not a direction.

To type in more than one command at a time, use AND. **Example:** GET APPLE AND GO EAST.

Below is a list of acceptable *Verbs* for THE NEVERENDING STORY. *Verbs* in this game aren't necessarily actual verbs. They are simply words that cause action. The letters in parentheses can be used instead of the entire word. You only need to type the first three letters of most commands to be understood. **Example:** INV for INVENTORY. Exceptions to this are words beginning with NOR and SOU; use the parenthetical abbreviations for these.

ATTACK	GO	READ
BLOW	HIT	REMOVE
CLIMB	INVENTORY	RIDE
CLOSE	LIGHT	SAY
CUT	LOCK	SMASH
DOWN (D)	LOOK (L)	SOUTH (S)
DROP	NORTH (N)	SOUTHEAST (SE)
EAST (E)	NORTHEAST (NE)	SOUTHWEST (SW)
EAT	NORTHWEST (NW)	TIE
ENTER	OPEN	UNLOCK
FLY	OUT	UP (U)
GET	PULL	WEST (W)

HINTS

- It's a good idea to make a map to keep track of your progress.
- There is a use for most items you find in the adventure. Some items are more important than others. If you can't use something in one level, save it for later. Level 1 has 9 items; Level 2 has 8 items; and Level 3 has 3 items.
- Objects you collect and companions accompanying you are displayed on the screen. You can only have five items and one companion at a time. Typing INV gives you a list of the items on the screen.
- If you spend too long contemplating your next move, time passes. Remember, The Nothing is consuming Fantasia at an alarming rate. Letting time pass without a good reason can be fatal! Pause the game if you need time to think.
- Save the game just before entering a new level. This way, if you've left behind something you need, it's easy to go back for it.
- Beware of false staircases.
- Don't be greedy on Level 3!

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THE NEVERENDING STORY

A Graphics-Text Adventure



Datasoft®

PLACE
STAMP
HERE

DATASOFT
19808 NORDHOFF PLACE
CHATSWORTH, CA 91311

FOLD HERE

PRODUCT REGISTRATION CARD *(Continued)*

10. How much time has passed between the purchase of your computer system and the purchase of this product? ☐ Purchased with computer ☐ 60 Days
☐ 2 to 6 Months ☐ 6 to 12 Months ☐ 1 Year and over
11. Which of the following influenced your decision to buy this product: (CHECK ALL THAT APPLY)
☐ TV commercial ☐ Radio commercial ☐ Newspaper ☐ Magazine
☐ Salesperson ☐ Friend or relative ☐ Just saw in store ☐ Other _____ (SPECIFY)
12. How would you rate the product overall? (CHECK ONE)
☐ Excellent ☐ Very good ☐ Satisfactory ☐ Not so good ☐ Poor
13. How would you rate the instructions/documentation? (CHECK ONE)
☐ Excellent ☐ Very good ☐ Satisfactory ☐ Not so good ☐ Poor
14. What is the primary use of your computer? _____

15. Suggestions: _____

H 72647

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The user of this product shall be entitled to use the product for his/her own use, but shall not be entitled to sell or transfer reproductions of the product or instructional materials to other parties in any way.

BACK UP POLICY

In the event your diskette is damaged or destroyed, back up copies can be obtained at a cost of \$7.50 each which includes postage and handling. Please include your name, address, phone number, computer type, proof of purchase (box or receipt), and damaged diskette along with your check or money order. We do not accept MasterCard or VISA. Send to customer service at the address below:

INTELLICREATIONS, INC.
Datasoft Customer Service
Dept. B
19808 Nordhoff Place
Chatsworth, CA 91311

PRODUCT REGISTRATION CARD

PRODUCT REGISTRATION

Name MR. MS. Last Name First

Address

City, State, Zip

Home Phone Bus Phone

Type of Product

Home Phone [] [] [] [] Name of Product _____
Date of Purchase _____

- Date of Purchase _____
1. My age: ☐ Under 12 ☐ 12 - 18 ☐ 19 - 25 ☐ 26 - 37 ☐ 38 - 55 ☐ Over 55

2. My sex: ☐ Male ☐ Female

3. Marital Status: ☐ Married ☐ Not Married

4. Who will use the product most frequently? ☐ I will ☐ Spouse ☐ Male child
☐ Female child ☐ Friend ☐ Business Associate ☐ Other _____

5. Did you buy the product or did you receive it as a gift? ☐ Bought ☐ Received as gift
 a. If gift, please Indicate sex and age of giver: ☐ Male ☐ Female
☐ Under 18 ☐ 19 - 25 ☐ 26 - 35 ☐ 36 - 50 ☐ 51 - 60 ☐ Over 60

- 6 In what type of store was this product purchased? ☐ Computer store ☐ Department store
☐ Discount store ☐ Software only store ☐ Catalog showroom
☐ Bookstore ☐ Toy store ☐ Other _____

7. I own a _____ computer with memory capacity of:
- MANUFACTURER MODEL
- ☐ 16K ☐ 32K ☐ 48K ☐ 64K ☐ 128K ☐ 256K

8. Which accessories do you: (CHECK ALL THAT APPLY)

- | | Own
Now | Plan to Buy
Within Next
12 Months | | Own
Now | Plan to Buy
Within Next
12 Months |
|---------------------|--------------------------|---|----------------|--------------------------|---|
| a. Program Recorder | <input type="checkbox"/> | <input type="checkbox"/> | d. Modem | <input type="checkbox"/> | <input type="checkbox"/> |
| b. Disk Drive | <input type="checkbox"/> | <input type="checkbox"/> | e. CRT Monitor | <input type="checkbox"/> | <input type="checkbox"/> |
| c. Printer | <input type="checkbox"/> | <input type="checkbox"/> | f. Other _____ | <input type="checkbox"/> | <input type="checkbox"/> |

9. What types of products do you: (CHECK ALL THAT APPLY)

- | | Own
Now | Plan to Buy
Within Next
12 Months | | Own
Now | Plan to Buy
Within Next
12 Months |
|--|--------------------------|---|--------------------------------------|--------------------------|---|
| a. Professional Research Tools | <input type="checkbox"/> | <input type="checkbox"/> | g. Personal Finance & Record Keeping | <input type="checkbox"/> | <input type="checkbox"/> |
| b. Business Management Tools | <input type="checkbox"/> | <input type="checkbox"/> | h. Personal Interest | <input type="checkbox"/> | <input type="checkbox"/> |
| c. Education-Adult | <input type="checkbox"/> | <input type="checkbox"/> | i. Access to Information Services | <input type="checkbox"/> | <input type="checkbox"/> |
| d. Education-Student | <input type="checkbox"/> | <input type="checkbox"/> | j. Other _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| e. Entertainment | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> |
| f. Programming Languages
(e.g. BASIC) | <input type="checkbox"/> | <input type="checkbox"/> | | <input type="checkbox"/> | <input type="checkbox"/> |

(Continued on the reverse side.)



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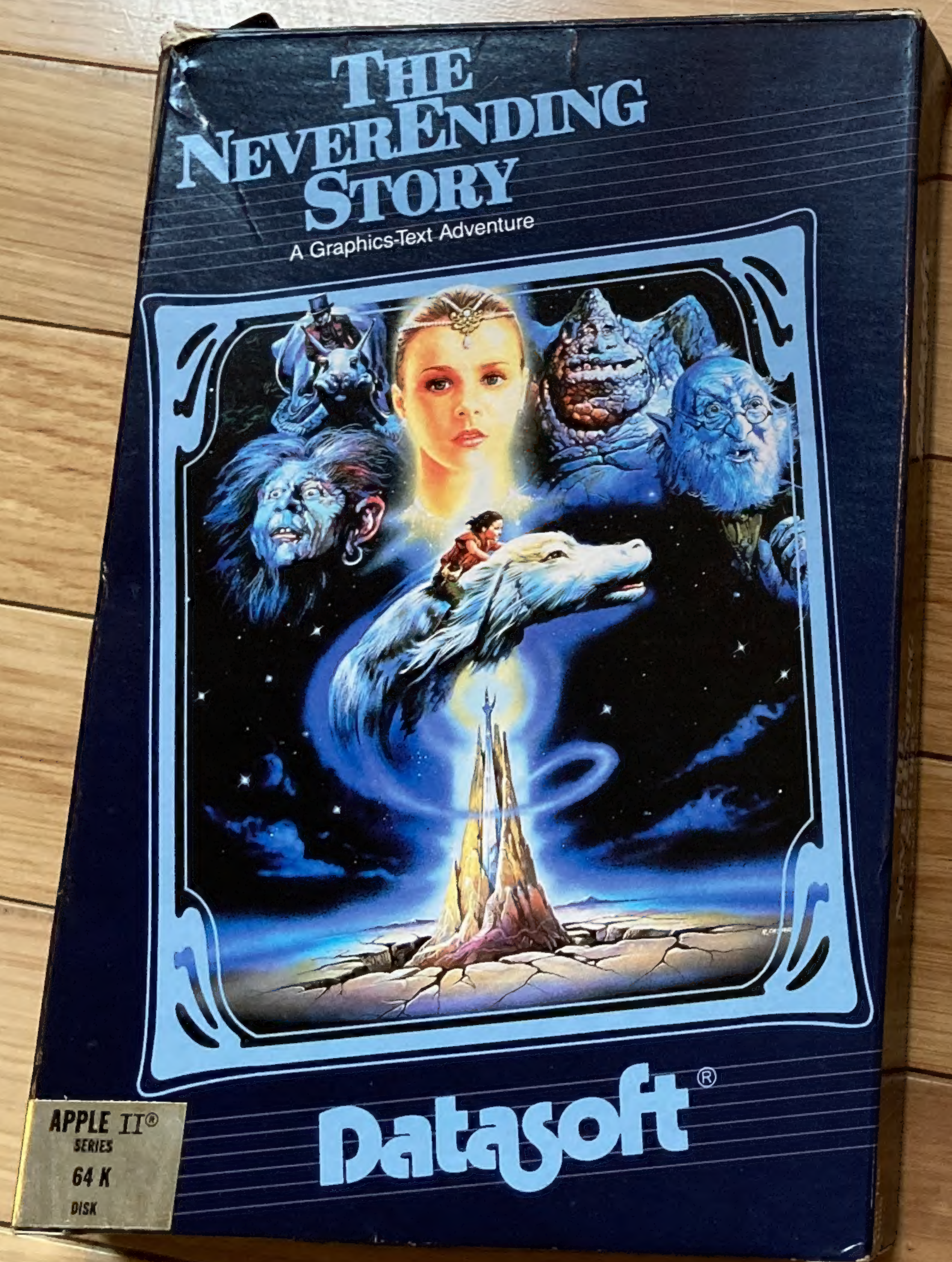
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